

In the Claims:

Please amend Claim 3 as follows:

Q 6
3. The method of claim 2, wherein the zero value is achieved by resetting each received time stamp with a value of the current time stamp minus first time stamp received, whereby the first time stamp received is set to zero and additional time stamps are counted from the first time stamp received.

Please amend Claim 10 as follows:

Q 7
10. The method of claim 9, including the step of assigning dual level addresses to the streaming video stream, whereby the recipient selects the video to be received, by first identifying the IP address of the desired source of the streaming video signal and then obtaining an appropriate file transfer protocol from the source.

In the Abstract:

Please amend the Abstract as follows:

Q 8
Continuous streaming video is conditioned for display at a remote monitor adapted for receiving and playing a streaming video file of a discrete length. The continuous streaming video has no known beginning of data signal and no known end of data signal, and an arbitrary beginning of data signal is assigned to the streaming video in mid-stream and an arbitrary end of data signal is assigned to the streaming video for identifying the length of the video stream and for making it compatible with the display platform. The continuous streaming video may be time stamped, and the beginning of data signal may be arbitrarily assigned a zero value for identifying an artificial beginning of the file. Specifically, each time stamp received may be calculated by resetting each received time stamp with a value of the current time stamp minus first time stamp received, whereby the first time stamp received is set to zero and additional time stamps are counted from the first time stamp received. The encoded video signal may be viewed by more than one user. wherein the streaming video signal is sent to a multicast group address for forwarding the stream identified recipients, with a multicast routing technique used for determining that multiple recipients are

Q P

located on one specific network path or path segment, wherein only one copy of the video signal is sent along that path.

Please add new claims 13-20, which contain no new matter, as follows:

13. A method for playing a continuous streaming video data signal with no known beginning of the data signal and no known end of the data signal, the method comprising the steps of:

- a. Assigning an arbitrary beginning of the data signal to the streaming video in mid-stream; and
- b. Assigning an arbitrary end of the data signal to the streaming video for identifying the length of the video stream;
 - wherein the continuous streaming video is time stamped; and
 - wherein the beginning of the data signal is assigned by arbitrarily assigning a zero value to a first time stamp received.

14. A method for playing a continuous streaming video data signal with no known beginning of the data signal and no known end of the data signal, the method comprising the steps of:

- a. Assigning an arbitrary beginning of the data signal to the streaming video in mid-stream; and
- b. Assigning an arbitrary end of the data signal to the streaming video for identifying the length of the video stream;
 - wherein the continuous streaming video is time stamped;
 - wherein the beginning of the data signal is assigned by arbitrarily assigning a zero value to a first time stamp received; and
 - wherein the zero value is achieved by resetting each received time stamp with a value of the current time stamp minus first time stamp received, whereby additional time stamps are counted from the first time stamp received.

15. A method for playing a continuous streaming video data signal with no known beginning of the data signal and no known end of the data signal, the method comprising the steps of:

- a. Assigning an arbitrary beginning of the data signal to the streaming video in mid-stream; and
- b. Assigning an arbitrary end of the data signal to the streaming video for identifying the length of the video stream;
- wherein the continuous streaming video is time stamped;
- wherein the beginning of the data signal is assigned by arbitrarily assigning a zero value to a first time stamp received;
- wherein the zero value is achieved by resetting each received time stamp with a value of the current time stamp minus first time stamp received, whereby additional time stamps are counted from the first time stamp received; and
- wherein the continuous streaming video is playable on a media player utilizing the arbitrary reset to zero step for the first time stamp received.
- Q 9

16. A method for playing a continuous streaming video data signal with no known beginning of the data signal and no known end of the data signal, the method comprising the steps of:

- a. Assigning an arbitrary beginning of the data signal to the streaming video in mid-stream; and
- b. Assigning an arbitrary end of the data signal to the streaming video for identifying the length of the video stream;
- wherein the end of data signal is set at a sufficiently high level to accommodate a functional life of the data signal; and
- wherein the end of data signal is arbitrarily set at the highest number achievable by a media player platform.

17. A method for playing a continuous streaming video data signal with no known beginning of the data signal and no known end of the data signal, the method comprising the steps of:

- a. Assigning an arbitrary beginning of the data signal to the streaming video in mid-stream; and
- b. Assigning an arbitrary end of the data signal to the streaming video for identifying the length of the video stream;

wherein an additional user plays a streaming video already in progress using an additional media player, the method further comprising the steps of examining and modifying data being passed from a network and formulating an artificial beginning of data signal thereby by permitting an additional user to access the video already in progress by providing a recognizable beginning of file signal.

18. A method for playing a continuous streaming video data signal with no known beginning of the data signal and no known end of the data signal, the method comprising the steps of:

- a. Assigning an arbitrary beginning of the data signal to the streaming video in mid-stream; and
- b. Assigning an arbitrary end of the data signal to the streaming video for identifying the length of the video stream;

Q 9
wherein the encoded video signal may be viewed by more than one client, and wherein the streaming video signal is sent to a multicast group address for forwarding the stream only to known recipients, wherein a multicast routing technique is used for determining that multiple recipients are located on one specific network path or path segment, and wherein only one copy of the video signal is sent along that path.

19. A method for playing a continuous streaming video data signal with no known beginning of the data signal and no known end of the data signal, the method comprising the steps of:

- a. Assigning an arbitrary beginning of the data signal to the streaming video in mid-stream; and
- b. Assigning an arbitrary end of the data signal to the streaming video for identifying the length of the video stream;

wherein the encoded video signal may be viewed by more than one client, and wherein the streaming video signal is sent to a multicast group address for forwarding the stream only to known recipients, wherein a multicast routing technique is used for determining that multiple recipients are located on one specific network path or path segment, and wherein only one copy of the video signal is sent along that path; and

c. Assigning dual level addresses to the streaming video stream, whereby the recipient selects the video to be received.

20. A method for playing a continuous streaming video data signal with no known beginning of the data signal and no known end of the data signal, the method comprising the steps of:

- a. Assigning an arbitrary beginning of the data signal to the streaming video in mid-stream;
- b. Assigning an arbitrary end of the data signal to the streaming video for identifying the length of the video stream; and
- c. Playing the streaming video from the beginning of the data signal to the end of the data signal.